A CONSTRUCTION SET OF WORLD WAR II COMBAT

PANZER STRIKE!™

FOUGHT WITH INDIVIDUAL TANKS AND SQUADS

FEATURING GERMAN, BRITISH, RUSSIAN FORCES

SSI™

5¼" Disk

APPLE®

64K disk for Apple II with Applesoft ROM, II+, IIe and IIc.

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- An easy-to-follow tutorial section in the rule-book walks you through a tutorial scenario included on the disk.
- A campaign game feature allows you to lead your units through many battles that can span several years.

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Units consist of squads of men or individual tanks and guns.
Over 250 weapon types from Germany, Russia, Britain, Italy, France, and other nations.
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PANZER STRIKE! was designed by **Gary Grigsby**, whose other SSI works include KAMPFGRUPPE, BATTLEGROUP, WARSHIP, and BATTLECRUISER.

■ Advanced, 30 min. to 2 hours; Campaign game, 5 to 30 hours.

■ PLAYING-TIME: Single scenario, 30 min. to 2 hours; Campaign game, 5 to 30 hours with tutorial.

Art director: LOUIS HSU SAEKOW. Illustrator: JOSEPH CHIODO.

PANZER STRIKE!

FEEL THE FURY OF THE GERMAN BLITZKRIEG!

PANZER STRIKE! boasts the highest resolution of any of our World War II titles. Each unit represents either one tank – or a squad of infantry; each square of the 60x60 map is so detailed, you'll feel like buzzards caught in the middle of the battle. The action is so real, you'll hear the German Army in all its major campaigns. The It also offers more as a construction set than a qualities that make Powerful tools are provided to let you easily create your own maps, troops, campaigns and missions. Three theaters are covered in this outstanding game: Western Front, Russian Front and North Africa. From the Ardennes to the Kursk salient, you'll command the most famous units of the German Army, including Panzer IV tanks, Tiger tanks, Stuka dive bombers, Panzerfaust troops and Luftwaffe fighters. Choose from 12 campaigns and 30 scenarios, or design your own battles for one or two players. Play against the computer or a friend via modem or direct connection. Command your troops in real time or pause the game to issue orders. Zoom in for a close-up view of the battle or zoom out for a strategic overview of the entire battlefield. Choose from a variety of weapons, including artillery, machine guns, mortars, flamethrowers, bazookas, rifles and grenades. Use your binoculars to scout enemy positions. Call in artillery strikes or air support. Capture enemy vehicles and use them against their former owners. Repair damaged vehicles in the field or tow them back to your base for repairs. Play head-to-head or cooperatively with a friend. Design your own campaigns and scenarios. Choose from a variety of maps, including desert, snow, forest and urban settings. Set victory conditions, weather, time of day, reinforcements, and more. PANZER STRIKE! includes the most detailed and realistic armor and terrain modeling ever seen in a wargame. Tanks can be buttoned up or have their hatches open. Shells can penetrate armor, ricochet off it or bounce harmlessly. Tanks can be immobilized by damaging their tracks, or destroyed by a direct hit. Infantry can be pinned down by fire, or wiped out by artillery. Buildings can be destroyed, and rubble can block roads. Bridges can be blown up, and rivers can be forded. Trees can be knocked down, and fields can be mined. Command your troops from the front lines or from the rear

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Weapons data of a Panther tank.
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BLITZKRIEG!
Conquest of Europe
World War II
Conquer Europe before it conquers you
Conquer Europe before it conquers you
Conquer Europe before it conquers you

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FOUGHT WITH INDIVIDUAL TANKS AND PLATOONS
FEATURING GERMAN, BRITISH, RUSSIAN FORCES
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FEATURING GERMAN, BRITISH, RUSSIAN FORCES
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FOUGHT WITH INDIVIDUAL TANKS AND SQUADS

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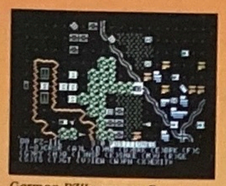
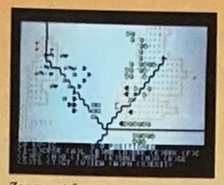
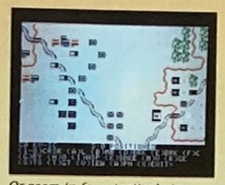
FEEL THE FURY OF THE GERMAN BLITZKRIEG!



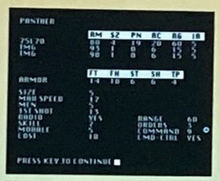
German PZII recons a Russian-held town.



Zoom out for a strategic map display of a battle in the snow...



Or zoom in for a tactical view of the same battle.



Weapons data of a Panther tank.

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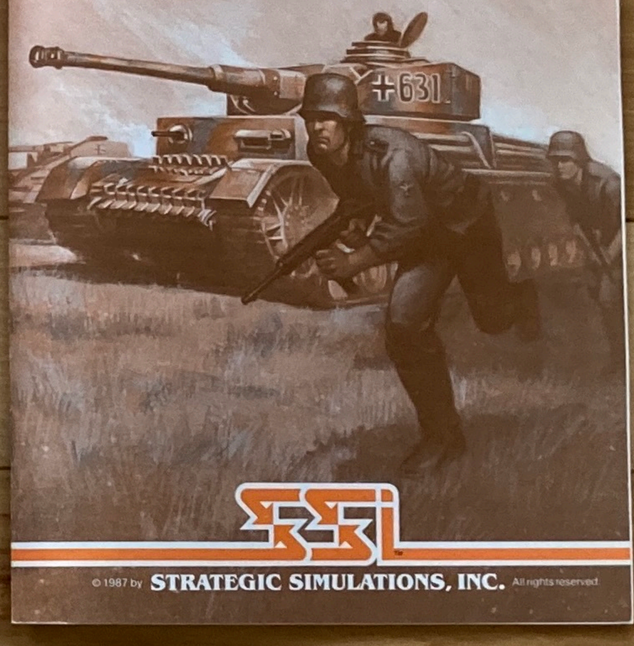
PANZER STRIKE!

FOUGHT WITH INDIVIDUAL TANKS AND SQUADS

FEATURING GERMAN, BRITISH, RUSSIAN FORCES



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PANZER STRIKE!

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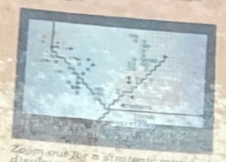
German PZIII secures a Russian field town.



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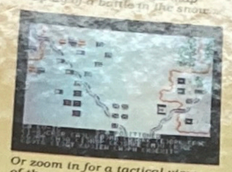

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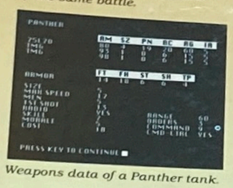

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PANZER STRIKE!

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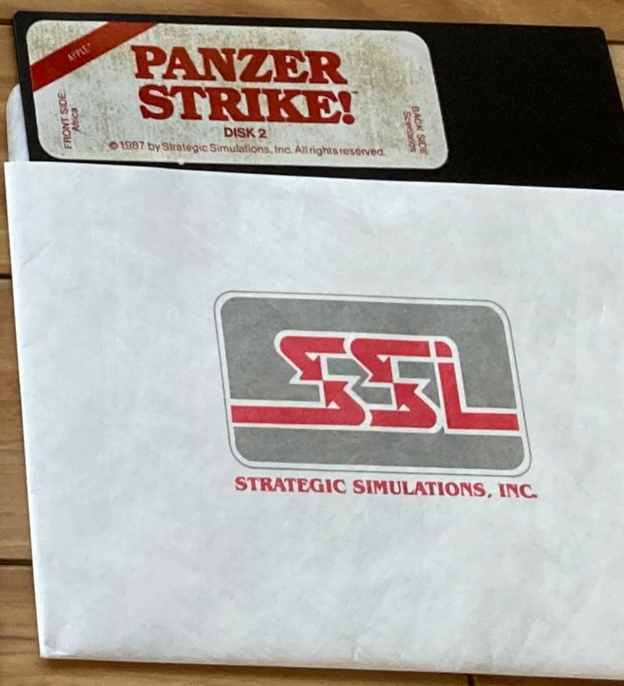

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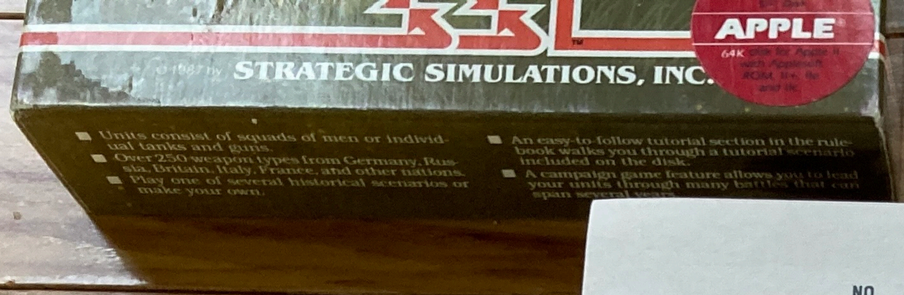

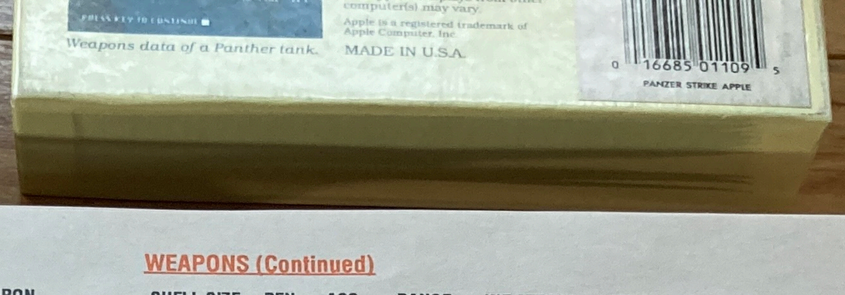

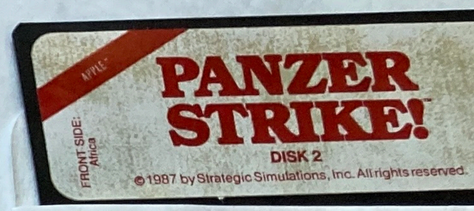

WEAPONS (Continued)

NO.	WEAPON	SHELL SIZE	PEN	ACC	RANGE	INF ATTACK	AMMO
13	37L33	2	5	6	25	2	100
14	37L40	2	5	8	30	2	85
15	37L46	2	7	15	25	2	150
16	37L53	2	9	20	30	2	125
17	40AA	2	0	11	50	9	125
18E	45L46	3	7	7	25	2	95
18	15MM BESA	1	4	15	20	3	200
19	45L66	3	8	16	30	2	65
20	2 PDR	3	7	15	30	1	100
21	47L32	3	5	8	30	2	105
22	47L34	3	6	9	30	2	100
23	47L40	3	8	15	30	2	110
24	47L53	3	7	10	50	2	65
25	50L42	3	8	10	30	2	100
26	50L60	3	10	15	30	2	80
27	57L52	3	11	9	40	2	100
28	57L73	3	12	16	40	2	100
29	6 PDR	3	12	15	40	2	100
30	60 MORT	3	0	7	40	5	100
31	65L17	4	0	4	30	4	70
32	75L10	4	0	5	30	4	70
33	75 FH	4	0	5	130	5	50
34	76L16	4	0	4	30	5	50
35	3" HOW	4	0	5	30	5	50
36	76 FH	4	0	8	140	5	50
37	3" MORT	4	0	5	50	5	100
38	17 PDR	4	19	15	50	5	75
39	75L17	4	4	5	25	5	60
40	75L18	4	6	4	30	5	80
41	75L24	4	6	5	30	6	80
42	75L31/M2	4	9	8	40	6	80
43	75L28F	4	8	8	50	5	50
44	75L34	4	10	10	40	5	40
45	75L38	4	10	10	40	5	90
46	75L43	4	13	15	50	5	85
47	75L48	4	14	16	50	5	85
48	75L70	4	19	20	60	5	80
49	76L26	4	5	5	25	5	70
50	76L35	4	8	8	30	5	80
51	76L41	4	10	12	40	5	75
52	76L51	4	13	15	50	5	70
53	76L54	4	13	15	40	5	50
54	77L49	4	17	15	50	5	60
55	75L55	4	20	14	50	1	50
56	81 MORT	3	0	5	55	6	100
57	82 MORT	3	0	10	50	6	100
58	85L53	5	15	12	50	6	55
59	88 FLAK-18	5	15	20	80	6	50
60	88L56	5	17	15	60	6	90
61	88L71/KWK	5	22	20	60	6	85
62	88L71/PAK	5	22	20	60	6	40
63	25 PDR	5	0	6	140	6	40
64	90L50	5	19	14	60	6	45
65	90L53	5	15	12	60	6	40
66	152L20	8	0	4	30	9	30
67	95 HOW	5	0	5	40	6	40

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PANZER STRIKE!

DISK 1

FRONT SIDE: West

BACK SIDE: East

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PANZ STRI

DISK 2

FRONT SIDE: Africa

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MAP MENU:

(1-8)	Move cursor.
(9)	Display current score.
(0)	View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
(A-S)	Select unit. Press the formation letter followed by the unit number. That unit will become the current unit and you will be placed in the Unit Menu.
(U)	Get unit at cursor position. The unit at the cursor location will become the current unit and you will be placed in the Unit Menu.
(V)	View. All squares that can be seen from the cursor location will be inversed.
(W)	View mission objective. All squares in the mission objective area will be inversed.
(X)	Exit Orders Phase.
(Y)	Inspect stack. The type of the next unit down in the stack will appear at the bottom of the Map Menu. It can then be accessed with the U key.
(Z)	Toggle maps. The map changes to whichever (strategic or tactical) is not in use.
(/)	The score is displayed and the game will end.
(*)	Places all units on a side under computer control. In Deployment, this key Digs-in all units.

KEYS ACTIVE DURING COMBAT PHASE

(1)	Decrease message delay 1 increment.
(9)	Increase message delay 1 increment.
(0)	Orders. Go to an Orders Phase at the end of the current Combat Phase.
(P)	Toggle pause. When first hit, will stop the action; when hit again, will restart it.
(S)	Toggle sound. Turns sound on and off.
(T)	View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
(Z)	Toggle maps. The map changes to whichever (strategic or tactical) is not in use.

QUESTIONS OR PROBLEMS: Our main business telephone number is (415) 964-1353. We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the game/rules. Both numbers can be called every weekday, 9 to 5 Pacific Time.

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MANUAL

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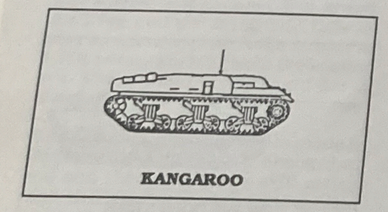
happen: one or all of the crew may be killed, and the weapons in the area penetrated may be knocked out. Thus, if the turret/ upper hull were penetrated, the top two weapons listed for a unit may be knocked out.

All fire against soft targets is HE fire. Such fire may hit more than just the primary target in a square. (This is not the case if the primary target is a hard target and it is hit.) The chance of an HE shell hitting a specific unit is greatest if the unit is the primary soft target, less if it is another soft target, and less still if it is an open-topped hard target. The chance is the least if it is a regular hard target. (If a hard target is hit, the procedure explained above is used and not the following.)



KANGAROO

Generally, the higher the weapon's infantry attack value the more likely it is to hit the target. Non-adjacent fire has a reduced chance, and the soft target modifiers may reduce the chance further (see the Formulas section). The chance is increased if the target is advancing or is an artillery unit, and decreased if it is Positioned in some kind of cover, Retreating, Routed, Pinned, or Dug-in. Small arms fire against a unit that is Dug-in or in hard cover is additionally decreased.

If, given the modified chance, a soft target is hit, it will lose a number of men based on that chance and on the firing unit's infantry attack value. Soft vehicles (trucks, etc.) and artillery units may also be destroyed outright.

Infantry Assaults:

Infantry can also be ordered to assault an enemy unit in its square or adjacent to it. (Move the cursor to the square to be assaulted and hit the **U** key.) The infantry unit will conduct the assault against all enemy units in the assigned square in the first pulse of the next Combat Phase. The infantry unit will not actually move; it will assume a Cautious Advance state. After the assault, it will revert to being Positioned (even if it were Dug-in before).

An infantry unit may also carry special assault weapons (flamethrowers, Molotov cocktails, etc.) which it can use in an assault. If such a weapon has a range of 1 it can be used against a hard target in an infantry assault. Such an attack is in addition to the normal attack by the infantry unit.

If the target of an infantry assault is soft, use the HE procedure given above to determine the damage inflicted. The infantry unit's infantry assault value is 4 times what it normally would be.

When the assault target is hard, the infantry unit must first pass a morale check. It passes this check if its morale times a random number is greater than or equal to the number of suppression points the unit currently has. Thus, a unit with a morale of 4 and 1 suppression point will pass the check 75% of the time. If the unit fails the check, it routs.

If the unit passes the check, it may assault. The unit's kill rating is determined; this is either the number of men in the unit or the accuracy of its special assault weapon if it has one. This number is increased if the target is a soft or open-topped vehicle, or if the target is stationary. It is reduced if the target is moving in a Full Advance state or if the assaulting unit fails a skill roll.

The resulting kill rating is multiplied by a random number. If the end result is more than 6, the target is destroyed. If it is more than 3 but not more than 6, the target loses a track and so cannot move. Thus if a track and so cannot were 10, it would have a 40% chance of destroying the unit and an additional 30% chance of knocking off a track.

Smoke:

In place of projectiles, units can also fire smoke. Smoke in a square blocks the Line of Sight through the square (see Line of Sight for how this works). Smoke is ordered in just like bombardment fire with several exceptions.

An infantry unit can place smoke only in or adjacent to its square. The smoke appears immediately in the Orders Phase. It costs an order to lay smoke.

For other units, only headquarters units can call in smoke; a unit capable of firing smoke cannot decide on its own to do so. (Except a tank HQ with a shell size of 2 or more which can plot its own smoke.) No skill check is made and the delays are slightly different. If neither the firing unit nor the spotter can see the target, it is treated like unspotted fire. If it is spotted, it is treated like on-map fire whether the firing unit is off-map or not. The scatter is the same as for on-map fire. The chance that a mortar shell will actually place smoke in a square is the shell size divided by 8.

At the start of each pulse, there is a small chance that smoke in a square will be removed.

If a vehicle is destroyed and is burning, there is a 50% chance each turn that the square the vehicle is in will have smoke added to it. There is a 5% chance each turn that the fire will go out. Buildings and vegetation on fire burn for the whole scenario and block LOS just like smoke.

Ordering Units to Fire

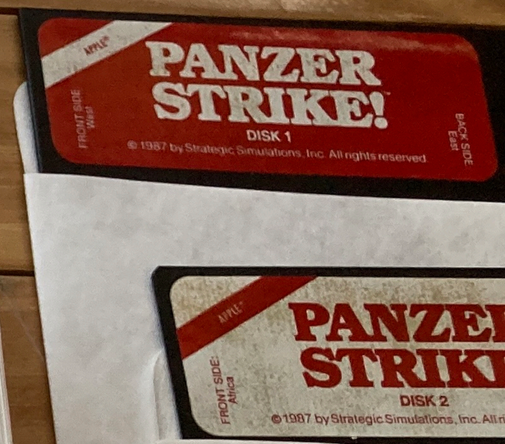
Viewing and Firing at Enemy Units:

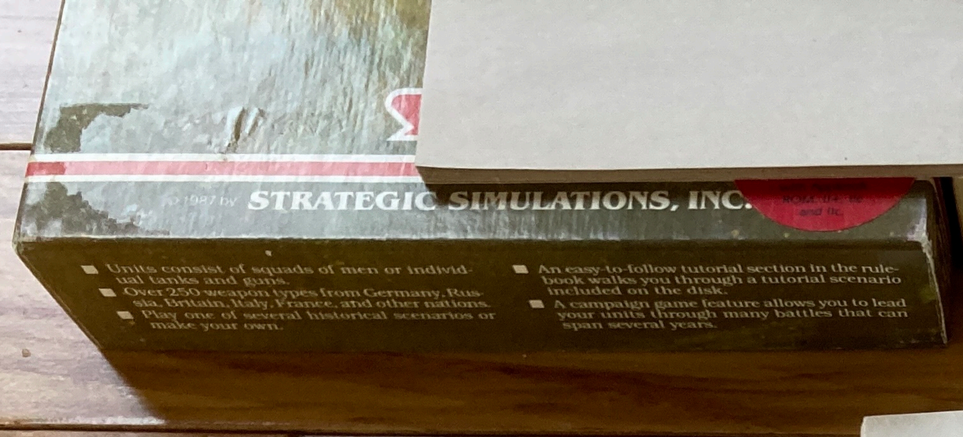
Taking into account facing, visibility, and LOS, the sum total of the area that a unit can see is called its field of vision. The field of vision for a unit on the map can be seen by accessing the unit and pressing the **V** key. All squares the unit can see given its current facing will be inversed. The range shown is based on the visibility range and does not take into account the fact that a shorter fire range may have been assigned to the unit.

You can also move the cursor around the map in the Map Menu and hit the **V** key from any square on the map. All squares in a 360 degree circle from the square will be inversed. Doing this over an enemy unit lets you know which of your units that unit can see and which of your units can see it.

You may check the current target for a unit by accessing the unit and pressing the **T** key. If the unit has an enemy unit as a target, the cursor will go to the target. If the target is a bombardment square, you will see a message telling you of this fact. It will also tell you either the delay left until fire commences or the number of rounds already fired. If the target is a point fire target, you will see the type and state of the target unit below the screen as well as the range and the number of times fired. (If you wish for the cursor to return to the sighting unit, hit the **L** key.)

To fire at a unit using point fire, access the unit you wish to fire. Press the **I** key to inspect all enemy units that it can see. The cursor will go to the first enemy unit in range. Below the screen you will see the type and state of the unit and the distance to it. You can also choose one of three keys. Hitting **9** returns you to the Unit Menu. Hitting **N** moves the cursor to the next enemy unit in range. Hitting **T** orders the friendly unit to fire at the unit under the cursor. Hitting **T** costs one order.





UNIT MENU:

(1-8)	Move cursor.
(0)	View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
(A)	Go into All-Units mode. If the formation HQ is not the current unit, it will become the current unit. You will be able to issue certain orders to the whole formation.
(B)**	Bombard. The cursor location is the target square; the current unit is the spotter. Those units available to bombard and the administrative delay before firing starts will be listed.
(C)*@	Cancel orders. All movement and bombardment orders assigned to the current unit are cancelled.
(D)*@	Debark passenger(s). If the current unit is a vehicle then it will unload all of its passengers; if the current unit is a passenger, then only it will unload.
(E)*	Embark passenger. When given to a vehicle, you will be asked for the formation and number of a unit to be loaded onto the vehicle.
(F)*@	Change unit's facing. Use the directions of the movement compass.
(G)**	Rally. When an HQ unit is ordered to rally, it will attempt to halve the suppression value of all subordinate units within its rally radius. It costs one order to press the rally key, and one order for each unit rallied.
(H)	Find units HQ. The next superior headquarters unit becomes the current unit.
(I)***	Inspect enemy units. All enemy units that can be seen by the current unit will be shown sequentially. The current unit can choose one of them as a target by pressing the T key when the desired enemy unit is accessed. It costs one order to designate a target.
(J)@	Toggle computer control. Places a formation under computer control or removes it from that control if already under computer control.
(K)*	Infantry smoke. An infantry unit can be ordered to lay smoke in an adjacent square.
(L)	Locate. Moves the cursor over the current unit.
(M)*@	Move unit. The unit will be ordered to move to the cursor location. An advance state will have to be chosen for it.
(N)	Next unit. The next unit in alphanumeric order will become the current unit.
(O)	Display units movement objective(s). Moves the cursor to the location of the movement objectives assigned to the unit. Its state will also be shown.
(P)	List units passengers. All units loaded aboard the current unit are listed.
(R)*@	Range. The maximum firing range at which the current unit will automatically select targets can be changed.
(S)*@	State. The state of the current unit can be changed.
(T)	Show units target.
(U)*	Infantry assault. The current infantry unit will assault the enemy at the cursor location.
(V)	View. All squares that the current unit can see will be inversed.
(W)	Weapons Page. The current units Weapons Page will be displayed.
(X)	Exit Unit Menu. Return to the Map Menu.
(Y)	Center screen on unit.
(Z)	Toggle maps. The map changes to whichever (strategic or tactical) is not in use.

Notes:
@ = Can be done in All-Units mode.
* = Costs an order.
** = May cost more than one order.
***= Costs an order if an enemy unit is targeted during an inspection.

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QUESTIONS OR PROBLEMS: Our main business telephone number is (415) 964-1353. We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the game/rules. Both numbers can be called every weekday, 9 to 5 Pacific Time.